JDC Burst 1

DMX Channel Index

Document revision: 20250118-02

Fixture software version : v0.1.2

Document revisions

Revision number	Notes	Released
20250118-02	First public release version Covers software version v0.1.2	January 2025

GLP® JDC Burst 1 DMX Channel Index

Manufacturer's head office:
German Light Products GmbH (GLP),
Industriestrasse 2, 76307 Karlsbad,
Germany
Tel (Germany): +49 7248 92719 – 0

Service & Support EMEA:
GLP, Industriestrasse 2,
76307 Karlsbad, Germany
Tel. (Germany): +49 7248 9271955
Email: support@glp.de
www.glp.de

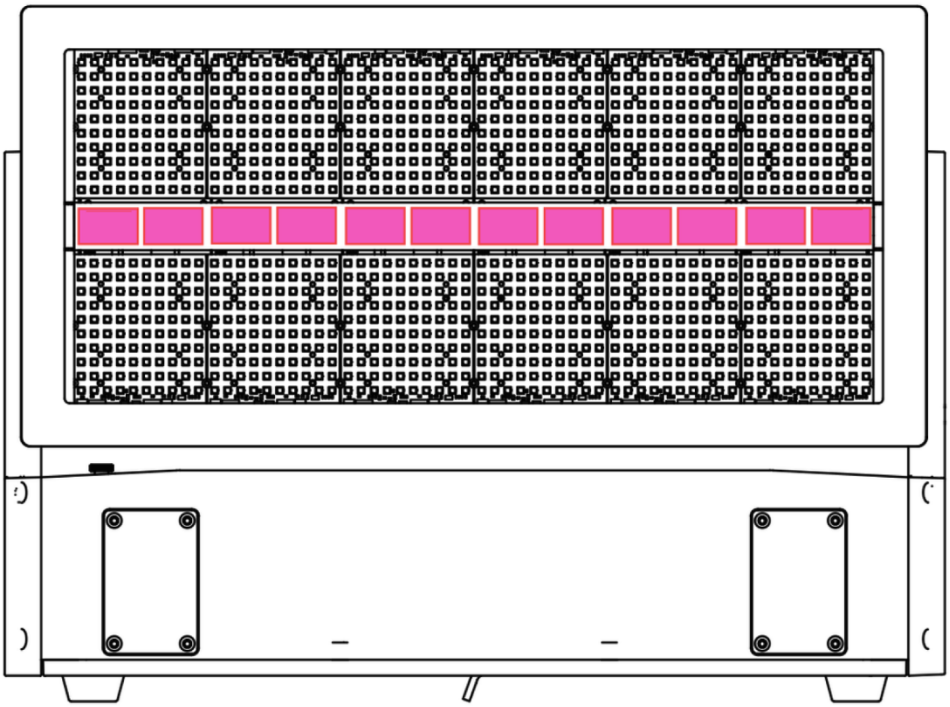
Service & Support USA:
GLP USA, 16170 Stagg Street,
91406 Van Nuys, California
Tel (USA): +1 818 767 8899
Support (US): info@germanlightproducts.com
www.germanlightproducts.com

Table of Contents

1. Pixel/segment layout

The JDC Burst 1 pixels/segments are arranged as shown below, seen from the front of the fixture (connectors and display facing away from you) with tilt at >50% and **Pixel mirror** set to **Off**.

Beam segments



2 segment mode

1	1	1	1	1	1	2	2	2	2	2	2

3 segment mode

1	1	1	1	2	2	2	2	3	3	3	3

4 segment mode

1	1	1	2	2	2	3	3	3	4	4	4

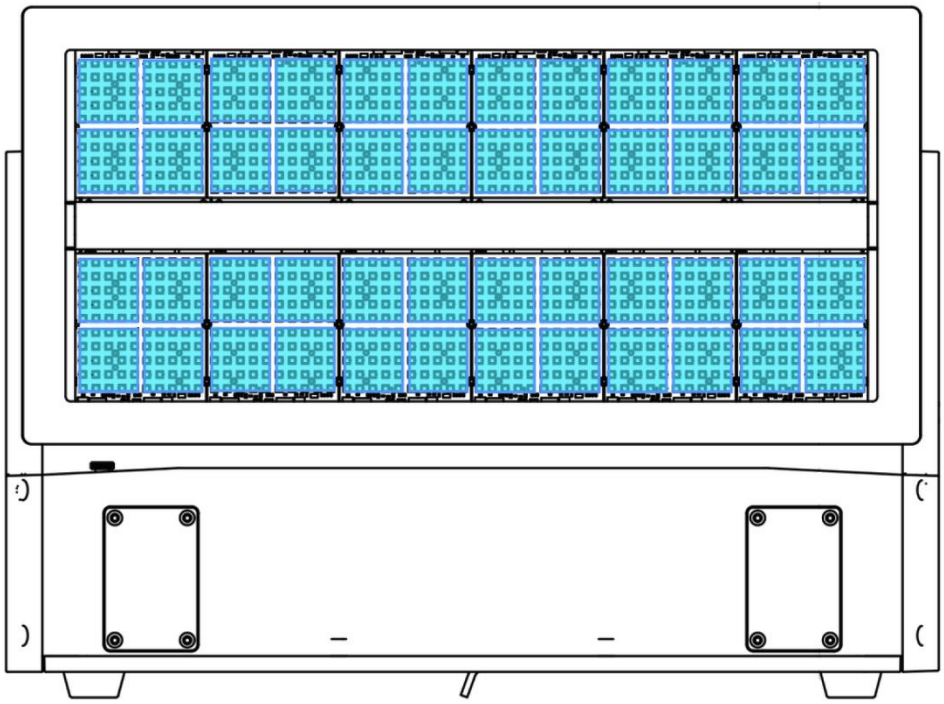
6 segment mode

1	1	2	2	3	3	4	4	5	5	6	6

12 segment mode

1	2	3	4	5	6	7	8	9	10	11	12

Plate segments



2 segments horizontal

1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2	2	2

2 segments vertical

1	1	1	1	1	1	2	2	2	2	2	2
1	1	1	1	1	1	2	2	2	2	2	2
1	1	1	1	1	1	2	2	2	2	2	2
1	1	1	1	1	1	2	2	2	2	2	2

3 segments vertical

1	1	1	1	2	2	2	2	3	3	3	3
1	1	1	1	2	2	2	2	3	3	3	3
1	1	1	1	2	2	2	2	3	3	3	3
1	1	1	1	2	2	2	2	3	3	3	3

4 segments horizontal

1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4	4	4

4 segments vertical

1	1	1	2	2	2	3	3	3	4	4	4
1	1	1	2	2	2	3	3	3	4	4	4
1	1	1	2	2	2	3	3	3	4	4	4
1	1	1	2	2	2	3	3	3	4	4	4

6 segments vertical

1	1	2	2	3	3	4	4	5	5	6	6
1	1	2	2	3	3	4	4	5	5	6	6
1	1	2	2	3	3	4	4	5	5	6	6
1	1	2	2	3	3	4	4	5	5	6	6

12 segments horizontal

1	1	2	2	3	3	4	4	5	5	6	6
1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12
7	7	8	8	9	9	10	10	11	11	12	12

12 segments vertical

1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12

24 segments horizontal

1	1	2	2	3	3	4	4	5	5	6	6
7	7	8	8	9	9	10	10	11	11	12	12
13	13	14	14	15	15	16	16	17	17	18	18
19	19	20	20	21	21	22	22	23	23	24	24

24 segments vertical

1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
13	14	15	16	17	18	19	20	21	22	23	24

48 segments

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48

2. DMX control modes overview

You can choose from four different DMX control modes.

Mode 1 – Basic (19 channels)

a.) White Beam module: Dimmer, Shutter, Duration, Rate
b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix

Mode 2 – FX (37 channels)

a.) White Beam module: Dimmer, Shutter, Duration, Rate

b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix

c.) Pattern Module Beam (2nd Layer Fixture): Dimmer, Shutter, Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition

d.) Pattern Module Plate (2nd Layer Fixture): Dimmer, Shutter, RGB(W), Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition

1	General Fixture Control

1.1	White Beam Module *(all beam segments linked as one group)*

1.2	RGBW Plate Module *(all beam segments linked as one group)*

1.3	Pattern Module Beam *(fx on all beam segments)*

1.4	Pattern Module Plate *(fx on all plate segments)*

Mode 3 - Segment (23 channels + segment controls)

Main Personality

a.) White Beam module: Dimmer, Shutter, Duration, Rate

b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix

c.) Pixel Engine Beam (2nd Layer Fixture): Master Dimmer for beam segments

d.) Pixel Engine Plate (2nd Layer Fixture): Master Dimmer for plate segments

Pixel Engine Personality

e.) Pixel Engine Beam subfixture: Intensity for each segment

f.) Pixel Engine Plate subfixture: RGB(W) Colormix for each segment

1	General Fixture Control

1.1	White Beam Module *(all beam segments linked as one group)*

1.2	RGBW Plate Module *(all beam segments linked as one group)*

1.3	Pixel Engine Beam Master

1.4	Pixel Engine Plate Master

2	Pixel Engine Control

2.1	Beam Segment 1
...	...
2.n	Beam Segment n (user setting in Pixel Engine Beam → Segment Count)

2.2	RGBW Plate Segment 1
...	...
2.n	RGBW Plate Segment n (user setting in Pixel Engine Plate → Segment Count)

Mode 4 – Full Segment (41 channels + segment controls)

Main Personality

a.) White Beam module: Dimmer, Shutter, Duration, Rate

b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix

c.) Pattern Module Beam (2nd Layer Fixture): Dimmer, Shutter, Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition

d.) Pattern Module Plate (2nd Layer Fixture): Dimmer, Shutter, RGB(W), Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition

e.) Pixel Engine Beam (2nd Layer Fixture): Master Dimmer for beam segments

f.) Pixel Engine Plate (2nd Layer Fixture): Master Dimmer for plate segments

Pixel Engine Personality

g.) Pixel Engine Beam (3rd Layer Fixture): Dimmer, Intensity for each segment

h.) Pixel Engine Plate (3rd Layer Fixture): Dimmer, RGB(W) Colormix for each segment

1	General Fixture Control

1.1	White Beam Module *(all beam segments linked as one group)*
1.2	RGBW Plate Module *(all beam segments linked as one group)*
1.3	Pattern Module Beam *(fx on all beam segments)*
1.4	Pattern Module Plate *(fx on all plate segments)*
1.5	Pixel Engine Beam Master
1.6	Pixel Engine Plate Master

2	Pixel Engine Control

2.1	Beam Segment 1
...	...
2.n	Beam Segment n (user setting in Pixel Engine Beam → Segment Count)

2.2	RGBW Plate Segment 1
...	...
2.n	RGBW Plate Segment n (user setting in Pixel Engine Plate → Segment Count)

3. DMX Channel Index

This table lists the function of each channel in each DMX mode. The DMX values within each channel are listed in the next section.

[G]=General fixture control
[B]=Beam module (white LEDs)
[P]=Plate module (RGBW LEDs)
[b]=Pattern module Beam (white LEDs FX engine)
[p]=Pattern module Plate (RGBW LEDs FX engine)
[x]=Pixel Engine (segment/individual control of Beam and Plate)

CH	Mode1 Basic	Mode2 FX	Mode3 Segment	Mode4 Full Segment
1	Tilt Coarse [G]	Tilt Coarse [G]	Tilt Coarse [G]	Tilt Coarse [G]
2	Tilt Fine [G]	Tilt Fine [G]	Tilt Fine [G]	Tilt Fine [G]
3	Control [G]	Control [G]	Control [G]	Control [G]
4	<UNUSED>	Mix Prio Beam [G]	Mix Prio Beam [G]	Mix Prio Beam [G]
5	<UNUSED>	Mix Prio Plate [G]	Mix Prio Plate [G]	Mix Prio Plate [G]
6	Intensity [B]	Intensity [B]	Intensity [B]	Intensity [B]
7	Intensity Fine [B]	Intensity Fine [B]	Intensity Fine [B]	Intensity Fine [B]
8	Duration [B]	Duration [B]	Duration [B]	Duration [B]
9	Rate [B]	Rate [B]	Rate [B]	Rate [B]
10	Shutter Mode [B]	Shutter Mode [B]	Shutter Mode [B]	Shutter Mode [B]
11	Intensity [P]	Intensity [P]	Intensity [P]	Intensity [P]
12	Intensity Fine [P]	Intensity Fine [P]	Intensity Fine [P]	Intensity Fine [P]
13	Duration [P]	Duration [P]	Duration [P]	Duration [P]
14	Rate [P]	Rate [P]	Rate [P]	Rate [P]
15	Shutter Mode [P]	Shutter Mode [P]	Shutter Mode [P]	Shutter Mode [P]
16	Red [P]	Red [P]	Red [P]	Red [P]
17	Green [P]	Green [P]	Green [P]	Green [P]
18	Blue [P]	Blue [P]	Blue [P]	Blue [P]
19	White [P]	White [P]	White [P]	White [P]
20		[b] Int. coarse	[x] Int. Beam coarse	[b] Int. coarse
21		[b] Int. fine	[x] Int. Beam fine	[b] Int. fine
22		[b] Shutter	[x] Int. Plate coarse	[b] Shutter
23		[b] Select	[x] Int. Plate fine	[b] Select
24		[b] Speed	....	[b] Speed
25		[b] X-Fade	*<[x] Beam Segments>*	[b] X-Fade
26		[b] Transition	*<[x] Plate Segments>*	[b] Transition
27		[p] Int. coarse		[p] Int. coarse
28		[p] Int. fine		[p] Int. fine

CH	Mode1 Basic	Mode2 FX	Mode3 Segment	Mode4 Full Segment
29		[p] Shutter		[p] Shutter
30		[p] Red		[p] Red
31		[p] Green		[p] Green
32		[p] Blue		[p] Blue
33		[p] White		[p] White
34		[p] Select		[p] Select
35		[p] Speed		[p] Speed
36		[p] X-Fade		[p] X-Fade
37		[p] Transition		[p] Transition
38				[x] Int. Beam coarse
39				[x] Int. Beam fine
40				[x] Int. Plate coarse
41				[x] Int. Plate fine
				....
				<[x] Beam Segments>
				<[x] Plate Segments>

Note: **[x] Beam Segments** shows where the individual segment controls start for the Beam element. Each Beam segment is controlled by 1 channel (intensity). There may be 2, 3, 4, 5, or 12 Beam segments as set by the **Pixel Engine Beam → Segment Count** option.

The control channels for Beam Segments normally follow on after the other control channels, but if option **Beam Pixel Engine Beam → Separate Patch** is set to ON, the Beam Segment controls may be independently addressed in a different part of the patch.

[x] Plate Segments controls start after the end of the Beam Segment controls. Each Plate segment is controlled by 3 channels (Red, Green, Blue) or 4 channels (Red, Green, Blue, White) as set by the **Pixel Engine Plate → Color Mode** setting. There may be 2, 3, 4, 6, 12, 24 or 48 sets of RGB/RGBW controls for the Plate segments as set by the **Pixel Engine Plate → Segment Count** option.

The control channels for Plate Segments normally follow on after the other control channels, but if option **Beam Pixel Engine Plate → Separate Patch** is set to ON, the Plate Segment controls may be independently addressed in a different part of the patch.

4. Channel details

The Home/Default value to be sent by the console is normally zero. If the Home/Default value is non-zero, the value is given at the end of the table.

Tilt (16 bits)

Feature	Command	DMX range		Fade
Tilt coarse Tilt fine	Tilt back → front	0	65535	Fade

Home/Default value: 32768

Control/Settings

- Fixture Option Default settings are indicated with **bold type**.
- Where commands are marked ***(3s hold)***, you must send that DMX value continuously for 3 seconds (or other duration if indicated in the table) to apply the command.

Feature	DMX range		fade	Note
Idle	0	9	snap	
No function	10	11		
iQ.Service Connect ON	12	13	snap	Will wake up the GLP iQ.Mesh Module for 5 Minutes and enable the connectivity to the GLP iQ.Service App. As long as this value is active it will extend the 5 min period.
No function	14	19		
Dimmer Curve: Soft (Square)	20	21	snap	(3s hold) (DEFAULT)
Dimmer Curve: Linear	22	23	snap	(3s hold)
Dimmer Curve: S-Curve	24	25	snap	(3s hold)
No function	26	29		
Display Mode: OFF	30	31	snap	(3s hold)
Display Mode: Auto	32	33	snap	(3s hold) (DEFAULT)
Display Mode : ON	34	35	snap	(3s hold)
No function	36	37		
Display Orientation: Auto	38	39	snap	(3s hold) (DEFAULT)
Display Orientation: Normal	40	41	snap	(3s hold)
Display Orientation: Flip	42	43	snap	(3s hold)
No function	44	45		
No Signal: Blackout	46	47	snap	(3s hold) (DEFAULT)
No Signal: Hold	48	49	snap	(3s hold)
No Signal: Houselight	50	51	snap	(3s hold)
No Signal: Scene	52	53	snap	(3s hold)
Capture DMX Scene	54	55	snap	(3s hold)
Fan Mode : Minimum	56	57	snap	(3s hold)
Fan Mode: Regulated	58	59	snap	(3s hold) (DEFAULT)
Fan Mode: High	60	61	snap	(3s hold)
Fan Mode : Medium	62	63	snap	(3s hold)
Fan Mode: Low	64	65	snap	(3s hold)
No function	66	69		
Pixel Mirror: Off	70	71	snap	(3s hold) (DEFAULT)
Pixel Mirror: x-mirror	72	73	snap	(3s hold)
Pixel Mirror: y-mirror	74	75	snap	(3s hold)
Pixel Mirror: x;y-mirror	76	77	snap	(3s hold)

Feature	DMX range		fade	Note
No function	78	79		
Duration Control: **Normal (Default)**	80	81	snap	(3s hold) (DEFAULT)
Duration Control: Percentage	82	83	snap	(3s hold)
No function	84	91		
Position Feedback: OFF	92	93	snap	(3s hold)
Position Feedback: ON	94	95	snap	(3s hold) (DEFAULT)
No function	96	97		
Tilt invert OFF	98	99	snap	(3s hold) (DEFAULT)
Tilt invert ON	100	101	snap	(3s hold)
No function	102	103		
Tilt Disable: Off	104	105	snap	(3s hold) (DEFAULT)
Tilt Disable: Current Disabled	106	107	snap	(3s hold)
No function	108	135		
Color Gamut D65 RGB(W)+	136	137		(3s hold) (DEFAULT) White point 6500K Color mix RGB with auto White additive
Color Gamut D65 RGB(W)-	138	139	snap	(3s hold) White point 6500K Color mix RGB with auto White additive
Color Gamut D65 RGB	140	141	snap	(3s hold) White point 6500K Color mix RGB without White
Color Gamut RAW	142	143	snap	(3s hold) White point NO-RAW Color mix RGB without White
No function	144	147		
White Beam: Normal	148	149		White Plate LEDs follow RGB pixels according to Color Gamut
White Beam: Expanded white	150	151		White Plate LEDs follow Beam pixels to have more white punch
No function	152	165		
PWM Frequency: Max (M)	166	167		(3s hold)
PWM Frequency: High 2 (H2)	168	169		(3s hold)
PWM Frequency: High 1 (H1)	170	171		(3s hold)
PWM Frequency: Optimal (O)	**172**	**173**		(3s hold) (DEFAULT)
No function	182	189		
Hibernation: OFF	190	191	snap	(3s hold) (DEFAULT)
Hibernation: ON	192	193	snap	(3s hold)
No function	194	199		
Main Link Pattern Beam: OFF	200	201		Menu main link settings
Main Link Pattern Beam: ON	202	203		Menu main link settings
Main Link Pattern Plate: OFF	204	205		Menu main link settings
Main Link Pattern Plate: ON	206	207		Menu main link settings
Main Link Pixel Beam: OFF	208	209		Menu main link settings
Main Link Pixel Beam: ON	210	211		Menu main link settings
Main Link Pixel Plate: OFF	212	213		Menu main link settings
Main Link Pixel Plate: ON	214	215		Menu main link settings
No function	216	243		
Load Settings Default	244	245	snap	(3s hold)
No function	246	251		
Reset Tilt	252	253	snap	(3s Hold) - To reset again, set to zero first for 3s (to avoid continuous reset).
Reset ALL	254	255	snap	(3s Hold) - To reset again, set to zero first for 3s (to avoid continuous reset).

Mix Priority Beam + Plate

Feature	Dmx range		Fade	Description
Main Module & Pattern & Pixel Engine (HTP)	0	9	snap	the highest value of main- or pattern or pixel engine defines the resulting value.
Main Module Only	10	19	snap	The value of the pattern and pixel fixture will be ignored. The resulting value is the values of the main value.
Pattern Module Only	20	29	snap	The value of the main and pixel engine will be ignored. The resulting value is the values of the Pattern value.
Pixel Module Only	30	39	snap	The value of the main and pattern will be ignored. The resulting value is the values of the Pattern value.
Main & Pattern HTP + Pixel Module Module additive	40	49	snap	The main value and pattern will function HTP The value of the pixel engine will be added to this. The resulting value is the sum of both values.
Main & Pattern HTP - Pixel Module subtractive	50	59	snap	The main value and pattern will function HTP The value of the pixel engine will be subtracted from this.
Pixel Module - (Main & Pattern HTP) subtractive	60	69	snap	The main value and pattern will function HTP This value will be subtracted from the value of the pixel engine value.
Main Module over Pixel Module Snap	70	79	snap	Output from the Pixel Engine Module stays in the background. Output from the Main fixture Module has higher priority and will not mix with the Pixel Engine color. As soon the output value of the main module is >0 the Pixel Engine will black out and the Main value will appear. Pattern Engine will HTP into the result
Pixel Module over Main & Pattern Module Snap	80	89	snap	Output from the Main & Pattern (HTP) fixture Module stays in the background. Output from the Pixel Modules has higher priority and will not mix with the main value. As soon the output value of the Pixel module is >0 the main & pattern value will black out and the pixel engine will appear.
Main & Pattern over Pixel Crossfade	90	99	snap	Output value from the Pixel fixture Modules stays in the background and the Output value from the Main & Pattern (HTP) module has higher priority. If you fade in a Main & Pattern (HTP) value, the Pixel value will crossfade to the Main value.
Pixel Module over Pixel Module Crossfade	100	109	snap	Output value from the Main & Pattern Module stays in the background and the Output value from the Pixel Modules has higher priority. If you fade in a Main value, the Pixel value will crossfade to the Main & Pattern value.
Not Used	110	127		Not used = Main & Sub (HTP)
Main & Pattern (HTP) Module only	128	130	snap	

Feature	Dmx range		Fade	Description
Crossfade ...	...	...	fade	smooth fading
Main Module & Pattern & Pixel Module (HTP)	191	192	snap	(default value)
Crossfade ...	...	...	fade	smooth fading
Pixel Module only	253	255	snap	

Intensity (Dimmer)

(Beam Module, Plate Module, Pixel engine)

Feature	DMX range		Fade
Intensity coarse	0	65535	Fade
Intensity fine			

Home/Default value: 65535

Duration

(Beam Module, Plate Module)

Feature	DMX range		Fade	Notes
Duration	0	255	fade	

Rate (Shutter)

(Beam Module, Plate Module)

Function	DMX range		fade	Notes
Close	0	4	snap	
slow..fast	5	250	fade	
Open	251	255	snap	

Home/Default value: 255

Shutter Mode

(Beam Module, Plate Module)

Function	DMX range		fade	Notes
Off	0	4	snap	
Single Flash	5	9	snap	One Single Flash with each Flash Rate Value Change
Spread FX	10	14	snap	Timing Offset to create amazing flash chaser
Random (All)	15	19	snap	Random Flashes between multiple fixtures with all Pixel Syncron / Set flash intensity, duration, and rate as normal.
Random (Segments)	20	24	snap	Random Flashes of random Pixel/Segment within a fixture and between multiple fixtures. Low Rate = low quantity of pixel / High rate = higher quantity of pixel. Duration will set the flash duration.
Pulse (All) (Ramp up/down)	25	29	snap	Light gradually increases and decreases / all Fixture synchro / Duration will set the ON time / Set intensity and rate as normal
Pulse Random (All)	30	34	snap	Light gradually increases and decreases / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Random (Segments)	35	39	snap	
Pulse Open (All)	40	44	snap	Light gradually increases in intensity, then blacks out / all Fixture synchro / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (All)	45	49	snap	Light gradually increases in intensity, then blacks out / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (Segments)	50	54	snap	
Pulse Close (All)	55	59	snap	Light flashes to full intensity, then gradually fades / all Fixture synchro / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (All)	60	64	snap	Light flashes to full intensity, then gradually fades / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (Segments)	65	69	snap	
Double-Flash (All)	70	74	snap	Quick Double-Flash / all Fixture synchro / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Double-Flash Random (All)	75	79	snap	Quick Double-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Triple-Flash (All)	80	84	snap	Quick Triple-Flash / all Fixture synchro / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Triple-Flash Random (All)	85	89	snap	Quick Triple-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Lightning	90	94	snap	The flashes simulate lightning. Duration is not adjustable / Set intensity and rate as normal
Paparazzi	95	99	snap	Flashes like Paparazzi photographs

Function	DMX range		fade	Notes
Spikes (All) (Light over Lowlight)	100	104	snap	The LEDs remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act as one group.
Spikes (Segments) (Light Segments over Lowlight)	105	109	snap	The lamp remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act individually.
Chaser Flash LR*	110	114	snap	Sync Chaser Flash Left to Right
Chaser Flash LR Random*	115	119	snap	random Chaser Flash Left to Right
Chaser Flash RL*	120	124	snap	Sync Chaser Flash Right to Left
Chaser Flash RL Random*	125	129	snap	Random Chaser Flash Right to Left
Bounce Flash LR*	130	134	snap	Sync Bounce, starting left
Bounce Flash LR Random*	135	139	snap	Random Bounce, starting left
Bounce Flash RL*	140	144	snap	Sync Bounce, starting right
Bounce Flash RL Random*	145	149	snap	Random Bounce, starting right
Bounce center to out *	150	154	snap	
Bounce center to out random*	155	159	snap	
Center to Out Flash*	160	164	snap	Sync Flash from Center to outside
Center to Out Flash Random*	165	169	snap	Random Flash from Center to outside
Out to Center Flash*	170	174	snap	Sync Flash from Outside to center
Out to Center Flash Random*	175	179	snap	Random Flash from Outside to center
Bounce Out to Center Flash*	180	184	snap	
Bounce Out to Center Flash Random*	185	189	snap	
not used	190	255	snap	

* = Only Strobe Line

RGBW channels

(Plate Module, Pixel Engine)

Function	DMX range		fade
Red	0	255	fade
Green	0	255	fade
Blue	0	255	fade
White	0	255	fade

Pattern Select

Pattern Select	Beam	Plate	Pattern Editor	DMX range		fade	Notes
Idle			1	0	9	snap	All Pixel
Static Pattern 01	All On	Row1	2	10	11	snap	
Static Pattern 02	Cell 1	Row2	3	12	13	snap	
Static Pattern 03	Cell 2	Row3	4	14	15	snap	
Static Pattern 04	Cell 3	Row4	5	16	17	snap	
Static Pattern 05	Cell 4	Top	6	18	19	snap	
Static Pattern 06	Cell 5	Bottom	7	20	21	snap	
Static Pattern 07	Cell 6	Left	8	22	23	snap	
Static Pattern 08	Cell 7	Right	9	24	25	snap	
Static Pattern 09	Cell 8	Col1	10	26	27	snap	
Static Pattern 10	Cell 9	Col2	11	28	29	snap	
Static Pattern 11	Cell 10	Col3	12	30	31	snap	
Static Pattern 12	Cell 11	Col4	13	32	33	snap	
Static Pattern 13	Cell 12	Col5	14	34	35	snap	
Static Pattern 14	Cell 1 + 12	Col6	15	36	37	snap	
Static Pattern 15	Cell 2 + 11	Col7	16	38	39	snap	
Static Pattern 16	Cell 3 + 10	Col8	17	40	41	snap	
Static Pattern 17	Cell 4 + 9	Col9	18	42	43	snap	
Static Pattern 18	Cell 5 + 8	Col10	19	44	45	snap	
Static Pattern 19	Cell 6 + 7	Col11	20	46	47	snap	
Static Pattern 20	Center 4	Col12	21	48	49	snap	
Static Pattern 21	Center 6	Q1	22	50	51	snap	
Static Pattern 22	Center 8	Q2	23	52	53	snap	
Static Pattern 23	Center 10	Q3	24	54	55	snap	
Static Pattern 24	Center Invert 4	Q4	25	56	57	snap	
Static Pattern 25	Center Invert 6	Odd	26	58	59	snap	
Static Pattern 26	Center Invert 8	Even	27	60	61	snap	
Static Pattern 27	Center Invert 10	Odd Col	28	62	63	snap	
Static Pattern 28	Left	Even Col	29	64	65	snap	
Static Pattern 29	Right	1/3 Col	30	66	67	snap	
Static Pattern 30	Odd	2/3 Col	31	68	69	snap	
Static Pattern 31	Even	3/3 Col	32	70	71	snap	
Static Pattern 32	Odd2	1/4 Col	33	72	73	snap	
Static Pattern 33	Even2	2/4 Col	34	74	75	snap	
Static Pattern 34	Odd3	3/4 Col	35	76	77	snap	
Static Pattern 35	Even3	4/4 Col	36	78	79	snap	
Static Pattern 36	2-1 Flip	1/6 Col	37	80	81	snap	
Static Pattern 37	2-1 Flop	2/6 Col	38	82	83	snap	
Static Pattern 38	1-2 Flip	3/6 Col	39	84	85	snap	
Static Pattern 39	1-2 Flop	4/6 Col	40	86	87	snap	
Static Pattern 40	1-3 Flip	5/6 Col	41	88	89	snap	
Static Pattern 41	1-3 Flop	6/6 Col	42	90	91	snap	
Static Pattern 42	3-1 Flip	Outer Row	43	92	93	snap	
Static Pattern 43	3-1 Flop	Inner Row	44	94	95	snap	
Static Pattern 44	3-2-3 Flip	Outer Block	45	96	97	snap	
Static Pattern 45	3-2-3 Flop	Inner Block	46	98	99	snap	
Static Pattern 46	2-4-2 Flip	Odd 2Col	47	100	101	snap	
Static Pattern 47	2-4-2 Flop	Even 2Col	48	102	103	snap	
Static Pattern 48	2x3 Flip	Odd 3Col	49	104	105	snap	
Static Pattern 49	2x3 Flop	Even 3Col	50	106	107	snap	
Static Pattern 50		Odd Quadrant	51	108	109	snap	
Static Pattern 51		Even Quadrant	52	110	111	snap	
Static Pattern 52		Outer Double Block	53	112	113	snap	

Pattern Select	Beam	Plate	Pattern Editor	DMX range		fade	Notes
Static Pattern 53		Inner Double Block	54	114	115	snap	
Static Pattern 54		Outer Triple Block	55	116	117	snap	
Static Pattern 55		Inner Triple Block	56	118	119	snap	
Static Pattern 56		3Col 1/4	57	120	121	snap	
Static Pattern 57		3Col 2/4	58	122	123	snap	
Static Pattern 58		3Col 3/4	59	124	125	snap	
Static Pattern 59		3Col 4/4	60	126	127	snap	
Dynamic Pattern 01	1Px LR	LR Line	61	128	129	snap	
Dynamic Pattern 02	1Px LR Invert	RL Line	62	130	131	snap	
Dynamic Pattern 03	1Px LR Bounce	UD Line	63	132	133	snap	
Dynamic Pattern 04	1Px LR Bounce Invert	DU Line	64	134	135	snap	
Dynamic Pattern 05	2Px LR	Bounce LR Line	65	136	137	snap	
Dynamic Pattern 06	2Px LR Invert	Bounce RL Line	66	138	139	snap	
Dynamic Pattern 07	2Px LR Bounce	Bounce UD Line	67	140	141	snap	
Dynamic Pattern 08	2Px LR Bounce Invert	Bounce DU Line	68	142	143	snap	
Dynamic Pattern 09	3Px LR	Fill LR	69	144	145	snap	
Dynamic Pattern 10	3Px LR Invert	Fill RL	70	146	147	snap	
Dynamic Pattern 11	1Px LR Fill Wipe	Fill UD	71	148	149	snap	
Dynamic Pattern 12	3x 2Px	Fill DU	72	150	151	snap	
Dynamic Pattern 13	2x 3Px	Left/Right	73	152	153	snap	
Dynamic Pattern 14	2x 1Px	Up/Down	74	154	155	snap	
Dynamic Pattern 15	2x 2Px	Double Left/Right	75	156	157	snap	
Dynamic Pattern 16	3Px LR Bounce	Double Up/Down	76	158	159	snap	
Dynamic Pattern 17	3Px LR Bounce Invert	Triple Left/Right	77	160	161	snap	
Dynamic Pattern 18	1Px LR Fill	Row Cross	78	162	163	snap	
Dynamic Pattern 19	1Px RL Fill	Double Row Cross	79	164	165	snap	
Dynamic Pattern 20	1Px LR Fill Up/Down	6Col UD Bounce	80	166	167	snap	
Dynamic Pattern 21	1Px RL Fill Up/Down	12 Col UD Bounce	81	168	169	snap	
Dynamic Pattern 22	2Px Center	4Col Jump	82	170	171	snap	
Dynamic Pattern 23	2Px Center Invert	4Row Jump	83	172	173	snap	
Dynamic Pattern 24	2Px Center Bounce	6Col Block LR	84	174	175	snap	
Dynamic Pattern 25	2Px Center Bounce Invert	6Col Block RL	85	176	177	snap	

Pattern Select	Beam	Plate	Pattern Editor	DMX range		fade	Notes
Dynamic Pattern 26	4Px Center	Quadrants	86	178	179	snap	
Dynamic Pattern 27	4Px Center Invert	OE Pixels	87	180	181	snap	
Dynamic Pattern 28	4Px Center Bounce	OE Cols	88	182	183	snap	
Dynamic Pattern 29	4Px Center Bounce Invert	Double Quadrants	89	184	185	snap	
Dynamic Pattern 30	2Px Center Fill	OE Quadrants	90	186	187	snap	
Dynamic Pattern 31	2Px Center Fill Invert	OE Double Quadrants	91	188	189	snap	
Dynamic Pattern 32	2Px Center Fill Up/Down	Inner/Outer Rows	92	190	191	snap	
Dynamic Pattern 33	2Px Center Fill Up/Down Invert	Inner/Outer Blocks	93	192	193	snap	
Dynamic Pattern 34	Odd/Even	Inner/Outer Double Blocks	94	194	195	snap	
Dynamic Pattern 35	Odd/Even 2Px	Inner/Outer Triple Blocks	95	196	197	snap	
Dynamic Pattern 36	Odd/Even 3Px	Top/Bottom Line Cross	96	198	199	snap	
Dynamic Pattern 37	Odd/Even 4Px	Top/Bottom Line Bounce	97	200	201	snap	
Dynamic Pattern 38	FlipFlop 2-1	Top/Bottom Line Fill	98	202	203	snap	
Dynamic Pattern 39	FlipFlop 2-1 Sym	Random 1	99	204	205	snap	
Dynamic Pattern 40	FlipFlop 3-1-1-3	Random 4	100	206	207	snap	
Dynamic Pattern 41	Random1	Ver Snake Fill UL	101	208	209	snap	
Dynamic Pattern 42	Random2	Ver Snake Fill Whipe UL	102	210	211	snap	
Dynamic Pattern 43	Random3	Hor Snake Fill UL	103	212	213	snap	
Dynamic Pattern 44	Random	Hor Snake Fill Whipe UL	104	214	215	snap	
Dynamic Pattern 45	Left/Right	Diagonal UR	105	216	217	snap	
Dynamic Pattern 46	3Px Jump	Diagonal UL	106	218	219	snap	
Dynamic Pattern 47	-	Double Fan	107	220	221	snap	
Dynamic Pattern 48	-	Single Fan	108	222	223	snap	
Dynamic Pattern 49	-	Single Arrow L	109	224	225	snap	
Dynamic Pattern 50	-	Single Arrow R	110	226	227	snap	
Dynamic Pattern 51	-	Triple Fan	111	228	229	snap	
not used				230	249	snap	
Random Pixel				250	255	snap	Random Pixel Pattern

Pattern Step / Speed

Function	DMX range		fade
Stop (First Pattern Step)	0	2	snap
CW fast - slow (run Pattern Step 1..n)	3	63	fade
Stop at current position	64	66	snap
CCW slow - fast (run Pattern Step n..1)	67	127	fade
Pattern Step 01	128	129	snap
Pattern Step 02	130	131	snap
Pattern Step 03	132	133	snap
Pattern Step 04	134	135	snap
Pattern Step 05	136	137	snap
Pattern Step 06	138	139	snap
Pattern Step 07	140	141	snap
Pattern Step 08	142	143	snap
Pattern Step 09	144	145	snap
Pattern Step 10	146	147	snap
Pattern Step 11	148	149	snap
Pattern Step 12	150	151	snap
Pattern Step 13	152	153	snap
Pattern Step 14	154	155	snap
Pattern Step 15	156	157	snap
Pattern Step 16	158	159	snap
Pattern Step 17	160	161	snap
Pattern Step 18	162	163	snap
Pattern Step 19	164	165	snap
Pattern Step 20	166	167	snap
Pattern Step 21	168	169	snap
Pattern Step 22	170	171	snap
Pattern Step 23	172	173	snap
Pattern Step 24	174	175	snap
Pattern Step 25	176	177	snap
Pattern Step 26	178	179	snap
Pattern Step 27	180	181	snap
Pattern Step 28	182	183	snap
Pattern Step 29	184	185	snap
Pattern Step 30	186	187	snap
Pattern Step 31	188	189	snap
Pattern Step 32	190	191	snap
Pattern Step 33	192	193	snap
Pattern Step 34	194	195	snap
Pattern Step 35	196	197	snap
Pattern Step 36	198	199	snap
Pattern Step 37	200	201	snap
Pattern Step 38	202	203	snap
Pattern Step 39	204	205	snap
Pattern Step 40	206	207	snap
Pattern Step 41	208	209	snap
Pattern Step 42	210	211	snap
Pattern Step 43	212	213	snap
Pattern Step 44	214	215	snap
Pattern Step 45	216	217	snap
Pattern Step 46	218	219	snap
Pattern Step 47	220	221	snap
Pattern Step 48	222	223	snap
Pattern Step 49	224	225	snap
Pattern Step 50	226	227	snap

Function	**DMX range**		**fade**
Pattern Step 51	228	229	snap
Pattern Step 52	230	231	snap
Pattern Step 53	232	233	snap
Pattern Step 54	234	235	snap
Pattern Step 55	236	237	snap
Pattern Step 56	238	239	snap
Pattern Step 57	240	241	snap
Pattern Step 58	242	243	snap
Pattern Step 59	244	245	snap
Pattern Step 60	246	247	snap
Step direction control			
Next Step A	248	249	snap
Next Step B	250	251	snap
Previous Step A	252	253	snap
Previous Step B	254	255	snap

Pattern Step Crossfade

Sets the fade time between pattern steps

Function	DMX range		Slot Style
Off (no Crossfade = Snap)	0	9	snap
XFade = Snap .. min. XFade .. max. XFade (Fade in and fade out time is identical)	10	127	fade
Off (no Crossfade = Snap)	128	137	snap
XFade with Tail = Snap .. min. XFade with Tail .. max. XFade with Tail (Fade-In time is shorter than Fade out time - this creates a shadow effect)	138	255	fade

Pattern Transition

Sets a fade when a different pattern is selected

Function	DMX range		fade	
Off (Snap between different Patterns)	0	9	snap	Pattern A to Pattern B will snap
Normal Transition (snap .. fade 5s)	10	63	fade	Pattern A to Pattern B will crossfade 0-5s
Off (Snap between different Patterns)	64	73	snap	Pattern A to Pattern B will snap
FOB Transition / Fade over Blackout (snap .. fade 5s)	74	127	fade	Pattern A to Pattern B will crossfade over Blackout 0-5s
Off (Snap between different Patterns)	128	137	snap	Pattern A to Pattern B will snap
FOF Transition / Fade over Full (snap .. fade 5s)	138	191	fade	Pattern A to Pattern B will crossfade over Full 0-5s
Off - reserved for additional feature	192	201		
No Transition Time - reserved for additional feature	202	255		


GLP